

Edwin Wang

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Education

Computer Science B.S.	University of California, Santa Cruz
Computer Science: Computer Game Design B.S.	9/2018 - 6/2022
Received the Dean's Honors 4 times, achieving a qualifying GPA	GPA: 3.72

Experience

Game Industry Analyst Intern	Intel Corporation 7/2021 - <i>PRESENT</i>
<ul style="list-style-type: none">Database System Developer for features & bugs in web app using C#, JavaScript, & HTML utilized by about 200 usersCreating quarterly unreleased game sales forecasts based off a mixture of public and internal information which including 200 unique titlesTraining my team in Salesforce and creating training material for users to regularly referenceMaintaining Salesforce Data, driving best known method (BKM) changes as per business need, and updating 20+ users on BKM changesWorking with technical, marketing, sales, and developer relations teams to deliver unreleased drivers to 50+ external contacts and build out support processes	
Leadership Development Intern	RippleMatch 9/2020 - 1/2021
<ul style="list-style-type: none">Assessed and processed growth and performance metrics to report up management chainDesigned and used new growth strategies to increase engagement and bring new users onto the platform	
Modified Supplemental Instruction Learning Assistant	UC Santa Cruz Learning Support Services 3/2020 - 9/2020
<ul style="list-style-type: none">Assisted students with tutoring and designed coding exercises to simplify complicated conceptsSupported students in learning Python and discrete math	
Technical Support Specialist	UC Santa Cruz Residential Network Services 9/2019 - 1/2020
<ul style="list-style-type: none">Provided technical and networking support through an internal UCSC ticketing systemPerformed inventory checks and technician visits across campus to provide on-site technical support and resolution	

Other

Club President	Slug Gaming
<ul style="list-style-type: none">Established and implemented overall club agenda while managing a team of 20+ officers 9/2021 - <i>PRESENT</i>Identified and contacted new sponsors while maintaining current sponsors including Red Bull, Viper Gaming, etc.Adhered to university guidelines and regularly met with faculty working toward establishing eSports as an Athletics and Recreation organization	
CruzHacks 2019 Google Honorable Mention for Musical Pool	
<ul style="list-style-type: none">Collaborated in a team of 3 on a web application which used lists of Spotify usernames to create playlists matching all musical interestsPersonally developed most of the controller and database manipulation while assisting with front-end development blockersUsed the Flask web framework, MongoDB, AWS, Microsoft Azure, and two APIs (Spotify and last.fm)	

Skills

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- Languages: Python, C/C#/C++, Java, JavaScript, MIPS Assembly, RISC-V Assembly, CSS, HTML
 - Frameworks: Vue, ASP.NET, Entity Framework Core, Flask, Node.js, web2py, py4web, Phaser
 - Other: Salesforce, TensorFlow, Unity, Multithreading, Razor Pages, Git, MongoDB, Unix, Excel, Powerpoint